

Name:

Functions, Parameters and Local Variables - Part 1

Go through the [lesson slide deck](#) on functions, parameters and local variables. Fill out the charts for each problem you complete.

Warm up

What do you remember about creating functions?	
What do you remember about parameters?	
What does a function call look like?	

Example

What is the parameter?		<pre>def slideshow(topic): if topic == 1: the_list1 = dbacks_pos the_list2 = dbacks_players team = "Diamondbacks" else: the_list1 = rangers_pos the_list2 = rangers_players team = "Rangers" for index in range(len(the_list1)): display.clear() display.print(team) display.print(the_list1[index]) display.print(the_list2[index]) sleep(2) display.clear() display.print("End of list")</pre>
Why is it a parameter?		
What are the local variables?		
Why are they local variables?		
What will a function call look like?		

A 🌶️

What would you call the function?		<pre># Ending message if count == 4: display.clear() display.draw_text("You WON", scale=4, else: display.clear() display.draw_text("You LOST", scale=4,</pre>
What are the variables needed?		
What are the parameters?		
What are the local variables?		
Does it need a return?		
What will a function call look like?		

B 🌶️	
What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	
What will a function call look like?	

```

if buttons.was_pressed(BTN_B):
    # Reset the board for each game
    reset()
    # Select first random number
    num1 = random.randrange(6) + 1
    if num == 1:
        one_roll()
    elif num == 2:
        two_roll()
    elif num == 3:
        three_roll()
    elif num == 4:
        four_roll()
    elif num == 5:
        five_roll()
    else:
        six_roll()
    sleep(delay)
  
```

C 🌶️	
What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	
What will a function call look like?	

```

pixels.set(3, BLACK)
if buttons.was_pressed(BTN_A):
    audio.mp3("sounds/welcome")
if buttons.was_pressed(BTN_B):
    display.show(pics.HAPPY)
    sleep(delay)
    display.fill(BLACK)
    display.show("Press a Button!")
    sleep(delay)
  
```

D 🌶️🌶️	
What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	

```

red = random.randrange(0, 255)
green = random.randrange(0, 255)
blue = random.randrange(0, 255)
color = (red, green, blue)

pixels.set(1, color)

how_many = 4
# turn off pixel LEDs
for lite in range(how_many):
    pixels.set(lite, BLACK)
  
```

What will a function call look like?	
--------------------------------------	--

E 🌶️🌶️	
What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	
What will a function call look like?	

```
while True:
    red = random.randrange(0, 255)
    green = random.randrange(0, 255)
    blue = random.randrange(0, 255)
    color = (red, green, blue)

    pixels.set(0, color)

red = random.randrange(0, 255)
green = random.randrange(0, 255)
blue = random.randrange(0, 255)
color = (red, green, blue)
```

F 🌶️🌶️	
What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	
What will a function call look like?	

```
if buttons.was_pressed(BTN_L):
    choice = 4
if buttons.was_pressed(BTN_R):
    choice = 5

my_image = my_list[choice]

if type(my_image) == tuple:
    display.fill(my_image)
else:
    display.show(my_image)
```

Reflection	
In your own words, what is a parameter?	
What are some reasons a variable needs to be a parameter?	
What is a local variable?	
What are some reasons a variable would be local?	
What must you do to execute the code in	

a function?	
Give two benefits of using functions:	

SUCCESS CRITERIA:

- Define parameter and local variable
- Explain reasons to use a parameter
- Explain reasons to use local variables
- Decide a function name for a section of code
- Determine parameters for a function
- Determine local variables for a function
- Write a function call